SNS-ABNE-USA

# INSTRUCTION MANUAL

© Disney

CAPCOM

SUPER NINTENDO
ENTERTAINMENT SYSTEM

## A Special Message from CAPCOM

Thank you for selecting **Disney's Bonkers**, the latest addition to CAPCOM's library of Disney titles. Following such hits as **Disney's Goof Troop** and **Disney's Aladdin**, **Disney's Bonkers** continues the tradition of action-packed Super Nintendo games for the whole family.

**Disney's Bonkers** features colorful, state-of-the-art high resolution graphics, animation and sound. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

Sincerely,

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM

CAPCOM USA, Inc.
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94086

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Nintendo

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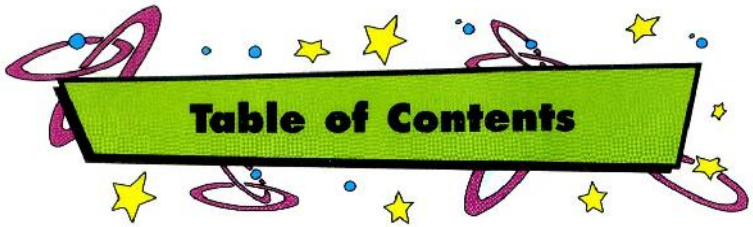

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# Getting Started

1. Insert your **Disney's Bonkers** Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. Watch the introduction and then press START when the title screen appears.

3. Press the control pad up or down to move "Toots" and start playing **Disney's Bonkers** or to go into the Option Mode, then press START. For more on how to use the Option Mode see page 5.

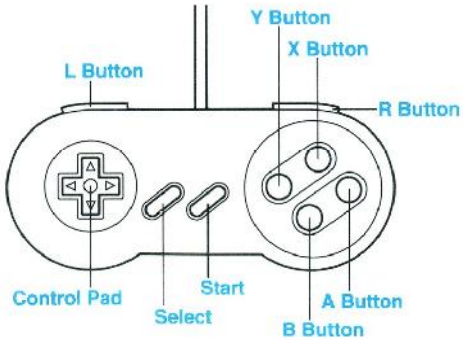
4. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

# Option Mode

From the **Disney's Bonkers** title screen, move "Toots" to OPTION and press START. You may adjust the KEY CONFIG, SOUND MODE, BGM TEST and S E TEST. To make an adjustment press the control pad left or right, then up or down to move the control to another function. The current function you are controlling is highlighted.

The KEY CONFIG determines which button on your control pad performs a function. The default settings are:

| | | |
|---|---|---|
| Jump | B | (Makes Bonkers jump) |
| Dash | Y | (Makes Bonkers dash) |
| Bomb | X | (Throws an available bomb) |



# Option Mode CONT.

The SOUND MODE has two modes: stereo or monaural, so select the mode you want depending on the capabilities of your TV.

BGM TEST allows you to listen to the background music used in the game only. You cannot change the music in the game. Press the control pad left or right to change the number of the tune, then press the B button to hear the music.

S E TEST plays the sound effects used in the game.

When finished adjusting options, return to the title screen by pressing the START button or by highlighting EXIT and then press the START button.



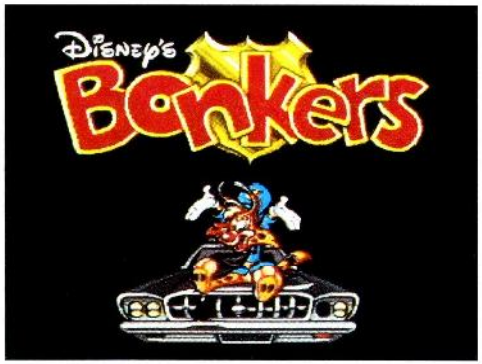
# He's Bonkers, Totally Nuts!

*Once upon a time in Toontown, there was a cat that had it all!*
*Fortune and fame, top of the game. Up until he hit the wall.*

*Now he's a cop. Rackin' up crime.*
*Stop the clock. Hope he gets here on time!*

*He's Bonkers, totally nuts!*

*Bonkers! No ifs, ands or buts.*



He's Bonkers, Totally Nuts!
CONT.

**Bonkers D. Bobcat,** the most popular bobcat cartoon star of all time, never does the expected. It's what makes him so adorable. About as adorable as a train wreck. . .

When Bonkers leaves Wacky Studios at the peak of his career in order to join the Hollywood Police Department — and live a life of excitement, danger and adventure — people thought that he had finally gone. . .well, *completely* bonkers. But no matter how hard the studio tried to get him back, Bonkers had decided to stay a cop for good.

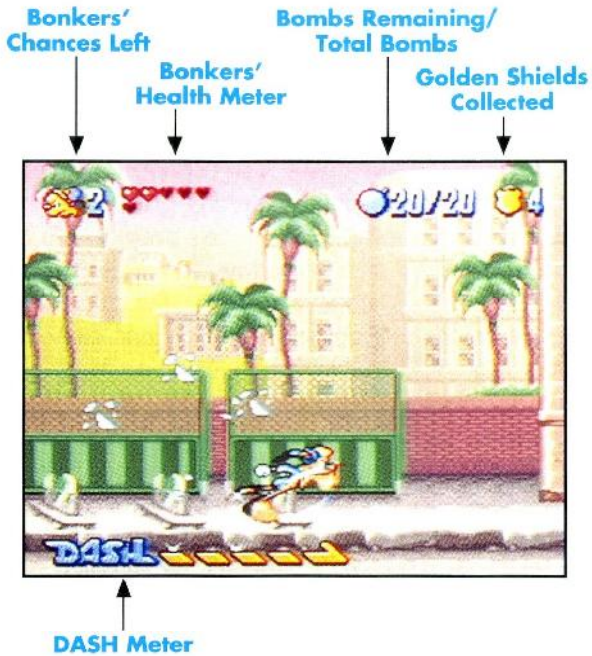
He's Bonkers, Totally Nuts!
CONT.

Assigned to the Toontown beat, Bonkers met Lucky Piquel, a human police officer who not only became his partner but his best friend as well. Together they worked hard to keep the peace until an unidentified thief made off with three priceless treasures from the Toon Town Museum: the Sorcerer's Hat, the Mermaid's Voice and the Magic Lamp.

In the past, Bonkers has had to face many great foes including the Mad Hatter and the March Hare. He's even had to battle the Red Baron to deliver pizzas on time. But finding these three symbols of Toon Town's history and putting the culprits away for good could be the biggest challenge of Bonkers' career.

Yes, Bonkers has built a reputation for solving the biggest cases, the smallest cases, and even the crank cases, but to solve this case he's going to need *your* help. Guide Bonkers as best you can to save Hollywood, Toontown and return everything to normal — or at least as normal as things in Toontown get. Good luck and remember: He's Bonkers, totally nuts!

# Playing Disney's Bonkers






# Controlling Bonkers

| | |
|---|---|
| *To move Bonkers left or right* | Press the control pad **left or right**. |
| *To make Bonkers jump* | Press the **B** button. |
| *To make Bonkers DASH* | Press the **Y** button when the DASH meter flashes. |
| *To make Bonkers DASH quickly* | Press the control pad **left or right** and the **Y** button at the same time when the DASH meter flashes. |
| *To make Bonkers DASH and jump* | DASH quickly, then press the **B** button. |

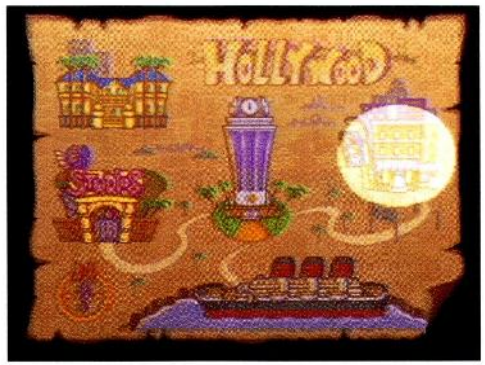
## Controlling Bonkers CONT.

| | |
|---|---|
| *To roll Bonkers into a ball* | DASH quickly, then press the control pad **down.** |
| *To make Bonkers duck* | Press the control pad **down**. |
| *To throw a bomb* | Press the **X** button. |
| *To roll a bomb on the ground* | Duck, then press the **X** button. |
| *To collect an item* | Touch the item. |
| *To pause the game* | Press the **START** button. |



## On the Case

*Bonkers must do police work on his own while his pal Lucky recovers in the local hospital. The first thing a good policeman does is to search for clues, and that's what Bonkers does throughout Hollywood and Toontown. When the location select screen appears, use the control pad to move the spotlight to a new part of town. Then press the START button to send Bonkers on the case.*



# A Mad DASH

Bonkers must hurry to capture the culprits and recover the Toon treasures before a diabolical plot unfolds. To jam through each scenario, Bonkers can use his DASH ability. As Bonkers trots along, his DASH meter will recharge. When the DASH meter flashes, Bonkers can DASH through enemies. To use a DASH attack again, the meter must recharge until it flashes. While in a DASH, Bonkers can roll into a ball to move into low spaces.

# Crazy Collectibles

As Bonkers travels around the Hollywood area, he will come across many items he can grab to help him in his quest to recover the Toon valuables.

***Cake:***
Completely recharges Bonkers' health meter

***Donut:***
Recharges 1 heart on Bonkers' health meter

***Hot Salsa:***
When Bonkers drinks the salsa, who knows what may happen? (Actually, it makes Bonkers temporarily wig out and become invincible)

## Crazy Collectibles CONT.

**Heart:**
Adds 1 heart to Bonkers' health meter

**Bomb:**
Completely recharges Bonkers' arsenal

**Gold Shield:**
Helps Bonkers build total bombs up to 20

**Bonkers Doll:**
Gives Bonkers an extra chance to capture the culprits



## Comedian Continues

When Bonkers runs out of chances to find the Toon Treasures, he takes a trip to the local Toon Comedy Club. If Bonkers laughs at the comedian's joke, he can continue his search for the Toon Treasures from wherever he left off. However, if Bonkers is too discouraged with the case that he ignores the joke, the game ends. Use the control pad to choose Bonkers' response and press the START button.

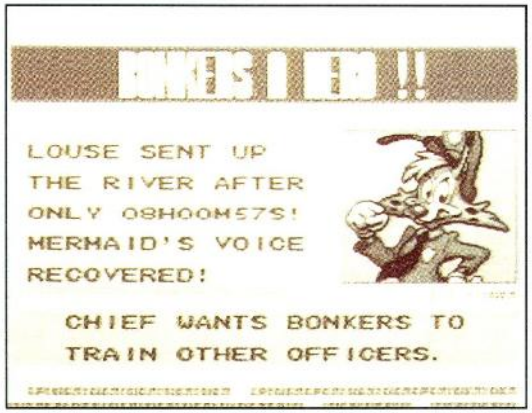
## Toon Tips

- Use Bonkers' DASH as a weapon by dashing through the enemy or objects. Also use the DASH and jump to find hard-to-reach areas.
- Collect 10 Gold Shields to add an extra bomb to Bonkers' total arsenal.
- Try jumping and throwing a bomb to hit the enemy or blocks in the air.
- Throw a bomb at Fall-Apart Rabbit and see what happens. Fall-Apart Rabbit is also a progress marker, so if Bonkers loses all his health but has extra chances, he will restart from Fall-Apart Rabbit.
- Bounce off the enemy to find hard-to-reach areas.
- Use bombs to break open blocks with question marks or other objects to reveal collectible items.
- Save bombs for the culprits who guard the stolen Toon treasures.



## Toon Tips CONT.

The Chief of Police will like Bonkers' performance more the quicker the case is solved and with the less chances and continues used to do it. Watch for his comments in the Gazette Times.



# CAPCOM Limited Warranty

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)774-0400. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   CAPCOM U.S.A., Inc.
   Consumer Service Department
   475 Oakmead Parkway
   Sunnyvale, CA 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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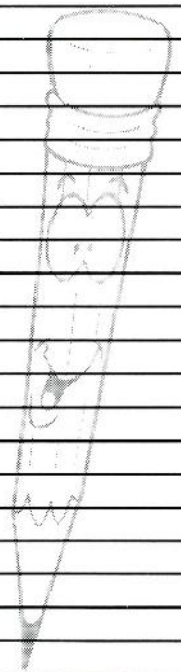
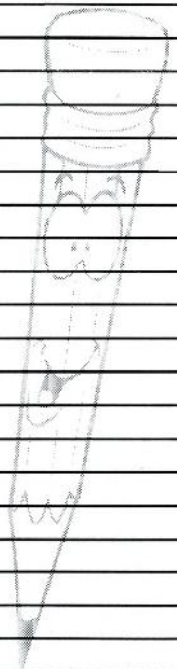
# Notes

## Notes





## Notes



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